

Nintendo

GAME BOY ^{color}

Mary-Kate & Ashley
Get a Clue!

DMG-BXFE-USA



Instruction Booklet

The New Adventures of
MARY-KATE & ASHLEY


DUALSTAR
INTERACTIVE

club
Akkaim

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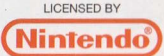


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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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LOADING

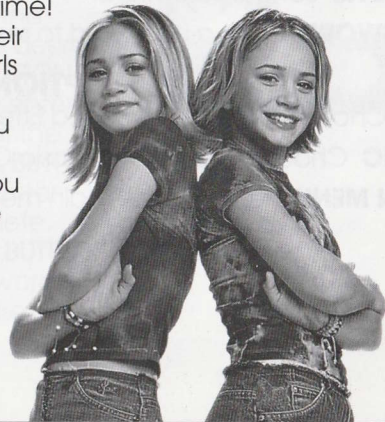
1. Make sure the power switch is OFF.
2. Insert the **Mary-Kate and Ashley: Get a Clue™** Game Pak as described in your **GAME BOY®** instruction manual.
3. Turn the power switch ON.

When the **Mary-Kate and Ashley: Get a Clue™** title screen appears, press **START**.

Introduction

The Olsen & Olsen Detective Agency has five mysterious new adventures to investigate. From the ballet to the camp bunkhouse, the twins have plenty of odd happenings to look into. Along with **Clue™**, the girls are ready to right wrongs and solve these crimes—by dinnertime!

Thanks to the inspiration of their Great Grandma Olive, the girls have what it takes to meet some tough challenges. If you can master the perils and puzzles of all five mysteries, you may have the skill to earn the ultimate accolade of the private eye, the Detective Of The Year Award! Better get snooping!



MAIN MENU

At the title screen, press **START** to get to the Main Menu, featuring these choices:

START GAME Begin a new game.

OPTIONS Set game options.

PASSWORD Input a password to resume a previous game.

OPTIONS

SFX Choose to play with Sound Effects ON or OFF.

MUSIC Choose to play with music ON or OFF.

MAIN MENU Return to the main menu.



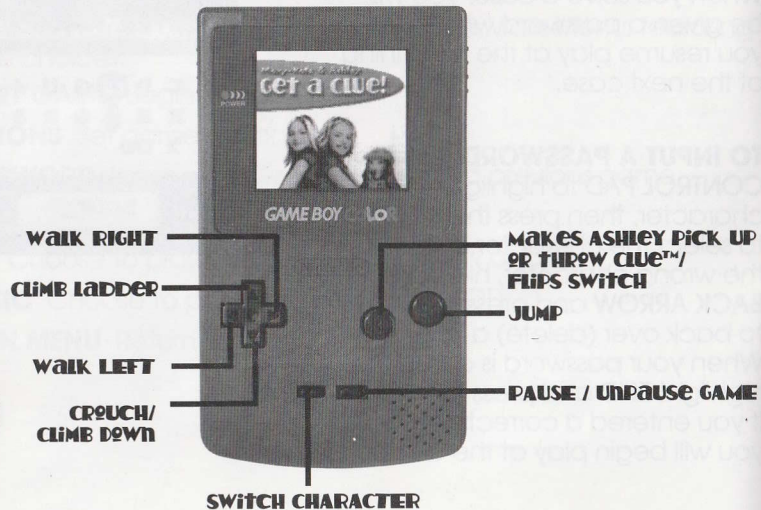
PASSWORDS

When you solve a case, you will be given a password which lets you resume play at the beginning of the next case.

TO INPUT A PASSWORD Use the **CONTROL PAD** to highlight the desired character, then press the **A BUTTON** to select the character. If you enter the wrong character, highlight the **BACK ARROW** and press the **A BUTTON** to back over (delete) a character. When your password is complete, highlight **END** and press the **A BUTTON**. If you entered a correct password, you will begin play at the desired area.



CONTROLS



PLAYER ABILITIES

Each character has unique abilities that come in handy at different times. Since you can change characters whenever you want to (by pressing **SELECT**), make sure the character you choose has the ability you need.



MARY-KATE

- Can jump high
- Can be bounced on to boost others up to higher levels



ASHLEY

- Can flip switches
- Can pick up and carry Clue™
- Can throw Clue™



CLUE™

- Can swim
- Can be stood on to boost others up
- Can be ridden in water
- Can be picked up and carried (by Ashley)
- Can be thrown (by Ashley)

CREDITS, SWITCHES and CLUES



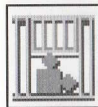
EXTRA CREDITS You begin each game with 5 credits. Extend your game by collecting Extra Credits. The game continues until you have no credits left.



SWITCHES As you progress through the many mysteries, you will encounter various switches which open gates or cage doors. Only Ashley can activate switches. You'll come across buttons which any character can activate.

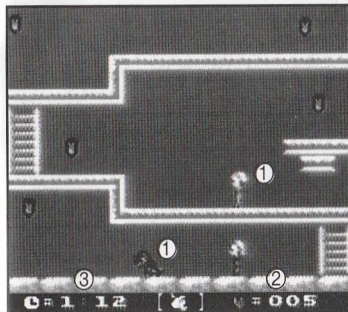


CLUES On each level, there are three pick ups: three parts to a clue. Collect all three to get an on-screen hint. Ex.: "Activate the switch and collect the puzzle piece to complete the level."



PUZZLE PIECES Collect all 10 puzzle pieces to discover what you're searching for.

GAME SCREEN



- ① **CHARACTERS** The icon shows which character you currently control. Press **SELECT** to switch characters.
- ② **CREDITS** The number of lives each character has appears next to her portrait icon. (Bottom right).
- ③ **TIME REMAINING** Special bonus games are timed. Can you solve the mystery before the timer runs out?

PAUSE MENU

You can pause the game at any time by pressing **START**. The Pause Menu is where you can view the special abilities of the character you are controlling.

The Pause Menu also offers these handy functions:

UNPAUSE Resume play where you paused the game. Oh, you guessed that?

RESTART Resume play at the beginning of the current level. **Note that you will use up a credit when you restart.**

RESET Quit and return to the title screen.

PLAYING THE GAME

On most levels, the aim of the game is to flip the switch that will unlock the cage and let you collect a puzzle piece to help you solve the mystery.

LEVELS

The levels are made up of relatively small areas that are filled with platforms, ladders, dangerous creatures and other obstacles, to both hamper and help you in your quest. Each level gets harder as you go on, introducing a variety of new dangers and features as you work your way toward your goal.

HUNTING FOR ITEMS

The twins must find a puzzle piece on each of 10 levels. The pieces will form a picture that tells them what to find on the eleventh (final) level.

After every 11 levels you reach the end of that world, and you will come across the object you need to hunt for. You must use a variety of tactics and some agile maneuvering to find it and solve the mystery.

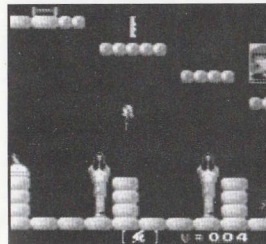


SOLVE THESE MYSTERIES!

There are five cases to solve. Each case has 10 levels where you collect a puzzle piece, and a final level that contains the object you need to find to solve the mystery. You must complete the levels in order if you hope to win!

THE CASE OF THE BALLET BANDIT™

A trip to the ballet turns into an unexpected adventure when the star's tiara is stolen! The twins will get an education in the world of theater as they explore the crime scene, including backstage, the lobby, even the stage itself—everywhere they might find a clue to solve the crime!

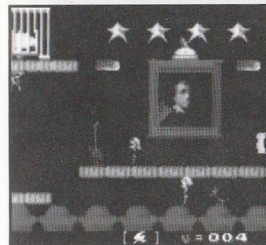


THE CASE OF THE MISSING MUMMY™

A school outing to the museum gets creepy when an ancient mummy begins moving around the museum! Strange doings indeed, and the twins must follow the trail wherever it leads, even if it's into the mummy's tomb!

THE CASE OF ROCK & ROLL MYSTERY™

The Bailey Brothers are the twins' favorite group, and it looks like someone's trying to wreck their rocking shows! Whoever is behind the sabotage better beware with fans like Mary-Kate and Ashley in the mix!

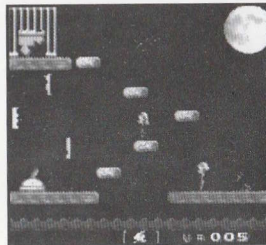
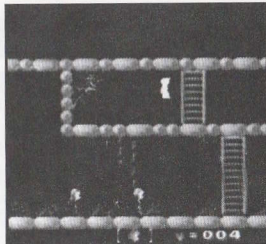


THE CASE OF THE GREEN GHOST™

This case seems to have two mysteries in one. A mysterious green ghost is haunting the mansion down the road, and some ice cream sticks are missing. What's the connection? Only a pair of super-sleuths can find out!

THE CASE OF THE SUMMER CAMP CAPER™

A golden summer at Camp Wishing Well begins to sour when campers' things start to go missing—and the twins are suspected! Mary-Kate and Ashley will stop at nothing to catch the real culprit and clear their names!



Dangers

Being a detective can mean danger. Some foes are furry, some are slimy, some you'll be sorry to face! These are just a few of the creatures that threaten Mary-Kate and Ashley...



SPIDERS

Besides webs of intrigue, you better watch out for these creepy spiders.



MUMMY

This mummy is a real bother.



cats


Don't let these kittens use you as a scratching post!



GHOSTS

Spooky specters are out to scare the wits out of you. Don't let them!

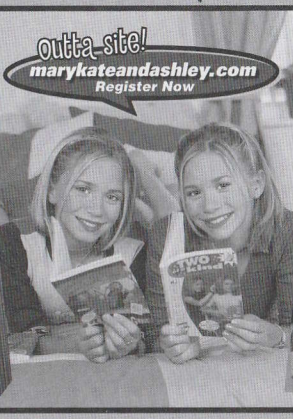
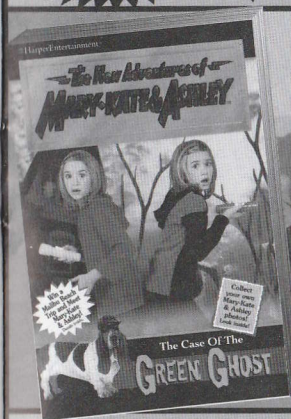
HINTS & TIPS

- Switch to Mary-Kate when you need to make jumps. She jumps the highest and farthest.
 - You can bounce up to certain seemingly unreachable platforms. Use one character to jump on top of Mary-Kate, then switch control to Mary-Kate and make Mary-Kate jump, using her as a springboard!
 - Ashley is the only one to use when it's time to throw Clue™.
 - This game is about helping your friends. Help a friend today!!
- **Go to**  **to find out how and when you can get tips and hints to play this game.**

**Read
Our Books!**

The New Adventures of
MARY-KATE & ASHLEY™

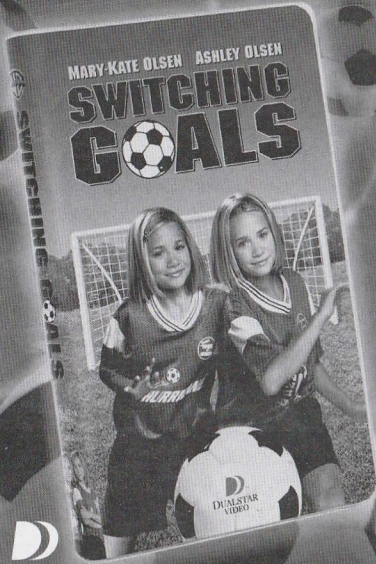
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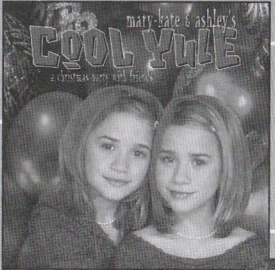
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mary-kate & ashley's

COOL YULE

It's the musical Christmas party of the year, for listeners of all ages. Dance and sing along to pop versions of these classic songs and carols, sung by Mary-Kate and Ashley and their special friends. *Cool Yule*



includes Christmas favorites like **SANTA CLAUS IS COMING TO TOWN**, **WHITE CHRISTMAS**, **JINGLE BELLS**, **JOY TO THE WORLD**, **SILENT NIGHT**, and many more.

Join Mary-Kate and Ashley for the coolest Christmas ever!

On CD and cassette wherever music is sold.

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Parents of children 12 or under
must read and complete.



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There is **NO CHARGE** for registration. To give us your consent please fill out, sign and return the consent form below. You can also download a consent form from the site at www.marykateandashley.com/consent.

In order for your consent to be informed please go to the site and review "The Message To Parents Of Children Who Visit the Official Mary-Kate and Ashley Website" (www.marykateandashley.com/parentsmessage) and our "Privacy Policy" (www.marykateandashley.com/privacy) so that you will know the kind of information we collect and what we do with it.

If you have questions, you may e-mail us at registrationquestions@mary-kateandashley.com.

PARENT'S CONSENT FORM

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Address _____
(Street) (City) (State) (Zip Code) (Country)

Name of Child _____ Age _____ Child's E-Mail _____

CHECK ONE IN EACH LINE

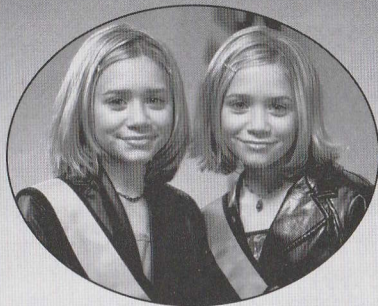
- I have _____ have not _____ reviewed and understand your children's online privacy protection policy which is available at www.marykateandashley.com/privacy
- I do _____ do not _____ consent to your collection, use and maintenance of personal information from my child.
- I consent _____ do not _____ to your disclosing personal information from my child to third parties.

(Date)

(Parent Signature)

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Mary-Kate & Ashley



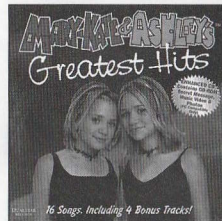
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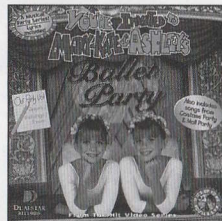
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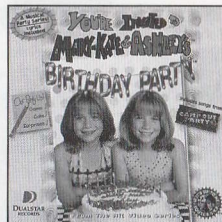
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Ballet Party™



Sleepover Party™



Birthday Party™



Brother For Sale™



I Am The Cute One™

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CDs and Cassettes
Available Now Wherever
Music is Sold*





**Double the fashion!
Double the fun!**

with Mary-Kate & Ashley Fashion Dolls



Ride with Mary-Kate



Dance with Ashley



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In Stores Now!

MATTEL

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